March 5, 1935. C. B. MOSSE 1,993,679

APPLIANCE FOR PLAYING A RACE GAME

Filed Sept. 7, 1933 2 Sheets-Sheet 1

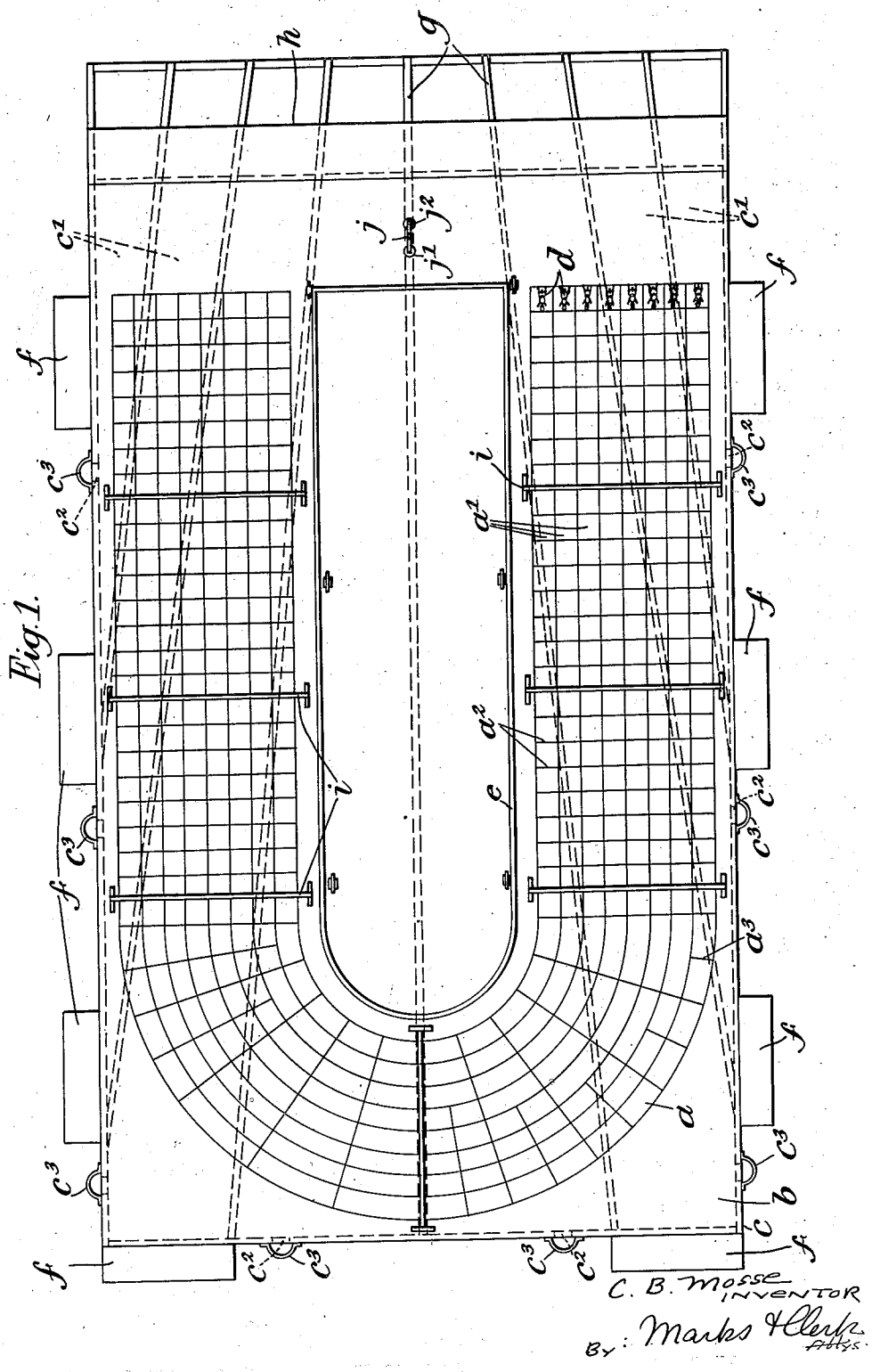

Fig. 1.

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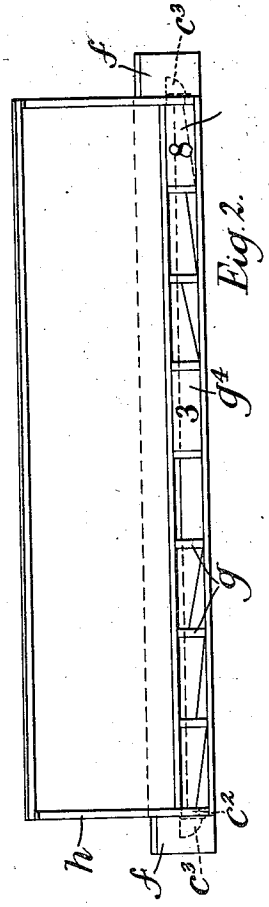

Fig. 2.

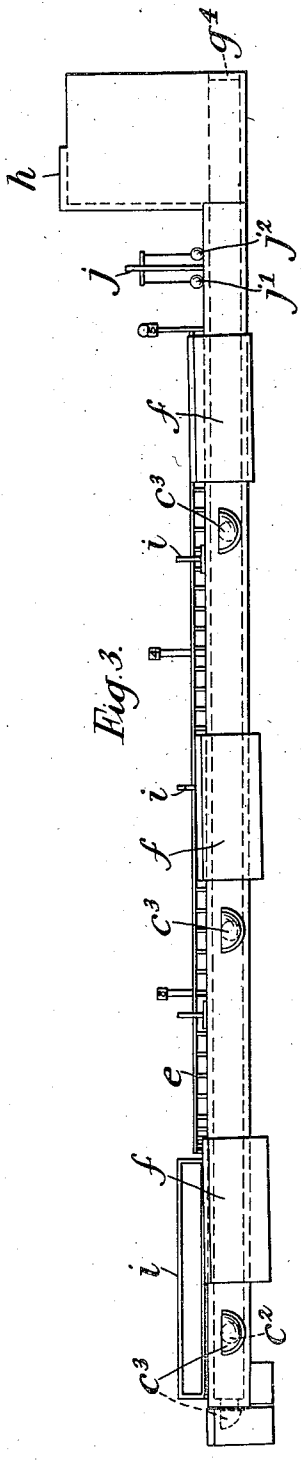

Fig. 3.

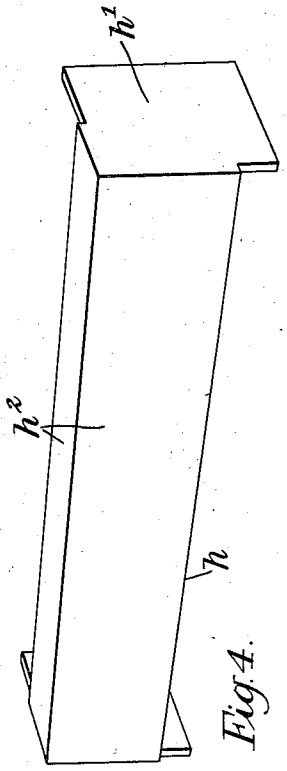

Fig. 4.

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Patented Mar. 5, 1935 1,993,679

UNITED STATES PATENT OFFICE

1,993,679

APPLIANCE FOR PLAYING A RACE GAME

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Application September 7, 1933, Serial No. 688,504
In Great Britain June 16, 1932

1 Claim. (Cl. 273—86)

This invention relates to appliances for playing race games in which a plurality of tokens representing horses or the like are moved over a course comprising a number of parallel tracks marked on a suitable flat surface.

The primary object of the invention is to provide a race game apparatus which in effect is a miniature replica of a horse race, and for convenience the tokens will be hereinafter termed "horses".

A further object of the invention is to provide a race game apparatus in which the movement of each horse is initially determined by the throw of a die or dice, but is varied to a limited extent in accordance with the wishes of the player to whom the particular horse is assigned.

The invention consists in a course, over which horses are moved by hand, a box-like structure upon the upper surface of which the course is arranged and around which the competing players are stationed, and means whereby signalling elements can be passed from each competing player to a controlling player while being concealed from the view of the opposing players.

The invention will now be described with reference to the accompanying drawings, in which

Figure 1 is a plan view of an appliance constructed according to the invention,

Figure 2 is an end elevation of the appliance showing the interior of the control cabin,

Figure 3 is a side elevation of the appliance shown in Figures 1 and 2, and

Figure 4 is a diagrammatical perspective view of the control cabin.

As shown in the drawings, the course a is marked on a green cloth b arranged on the flat and oblong upper surface of a structure having the form of a box c open at one end. The course comprises a number of parallel tracks a' arranged to correspond with the number of horses d employed so that each horse has a separate track and these tracks a' are divided by transverse lines a^2 into a number of spaces or sections over which the horses in turn are moved in a forward direction, by hand, the amount of such movement being initially determined by the throw of dice.

In order to enable the effect of a real horse-race to be attained as far as possible, the horses d preferably have the form of miniature models of real horses carrying jockeys, as shown, which models are distinguishable from each other by the colour of the jockey's raiment and, if necessary by the colour of the mounts. In addition, the course comprises two straight portions joined by a curved portion, while rails e may be provided along the inner side of the course and, if desired, also along the outer side thereof. The transverse lines a^2 dividing this curved portion of the course into sections or spaces are preferably radial to the centre of curvature and additional lines a^3 may be so arranged between these radial lines that the numbers of sections or spaces into which the curved parts of the tracks are divided, progressively increase from the inside to the outside tracks as clearly shown in Figure 1.

Before each race commences, the players draw for the tracks to be traversed by their respective horses, the horses securing the tracks nearest the rails having a proportionate advantage over the others due to the differentially divided curved parts of the tracks.

As previously indicated the horses are in turn moved along their respective tracks over a variable number of sections or spaces according to the throw of the dice, but in order to enable this movement to be varied in accordance with the wishes of the players, each player is provided with a box f which may be conveniently divided into three compartments (not shown) each containing a number of different coloured balls which are used for conveying signals from the competing players to a player who is not competing but who throws the dice for initially determining the movement of all of the horses in turn, this player being termed the "controller".

The controller is stationed at the open end of the box-like structure c and the boxes f containing the balls may be symmetrically arranged along side walls of the box-like structure in spaced relation so that the balls selected by each individual player are obscured from the view of the opposing players. The balls are passed from the players to the controller through the interior of the box-like structure c which for this purpose is divided by means of vertical partitions g into compartments c' leading from the competing players to a control cabin h arranged along the open end of the said structure c. This cabin h comprises end and cross members h' and h^2 arranged respectively to enable the throw of the dice and the reception of the balls by the controller to be obscured from the view of the competing players. Hence, the number thrown by the dice is only seen by the controller who calls out either the number actually thrown or this number varied according to the signal expressed by the ball received from the player whose horse is to be moved.

Apertures c^2 are formed in the walls of the box-

like structure to enable the balls to be inserted by the players into the compartments c', and the said structure is raised at the end remote from the control cabin by means of any suitable support or supports to enable the inserted balls to roll into the control cabin. The underside of the structure c and the partitions g are extended at the open end of the structure, as shown in Figure 1, to facilitate the extraction of the balls, and in addition detachable stops g^4 in the form of wooden blocks may be provided at the open ends of the compartments for preventing the balls from running out. These stops, which are marked with numbers representing the different tracks, are varied in position before each race according to the draw hereinbefore referred to. In order to facilitate the insertion of the balls into the compartments c', a cup c^3 is secured to the wall of the box-like structure adjacent each of the openings c^2 so that a ball placed in the cup will pass through the corresponding opening c^2.

Assuming now that there are eight horses competing in a series of say four consecutive races which constitute a so-called race meeting, each player may be provided with twelve red balls, twelve white balls and twelve green balls. The thirty-six balls thus constituted suffice for all of the races and the players can use them as they choose, i. e. some for each race or all for one race.

A red ball sent to the controller indicates that the sender wishes to accelerate his horse and the controller thereupon calls out double the number thrown by the dice. A white ball received by the controller indicates that the sender desires to check his horse, for instance, either preparatory to a jump, to be hereinafter described, or for any other reasons best known to the racing public, and the controller accordingly calls out half the number thrown by the dice (half of one being considered as one, half of three being considered as two, and half of five being considered as three). A green ball received by the controller indicates that the sender does not wish to vary the actual number thrown by the dice and the object of sending a ball of this colour to the controller is merely to mislead the other competing players because the balls can be heard passing through the compartments of the box-like structure.

Hence, neither the other competing players nor the onlookers attending the game are aware when a horse is being checked by a particular player and only occasionally when the horse is being accelerated, i. e. when the controller calls out a number greater than six.

Instead of the box-like structure c being divided into the compartments c' for leading the balls from the competing players to the controller, the balls may be passed to the controller by way of inclined metal tubes passing through the interior of the box-like structure.

As indicated above, jumps or obstacles i may be arranged at predetermined intervals along the course and both in front of and behind these jumps a certain number of track spaces may be coloured red. When a horse arrives in these spaces, it is said to refuse or fall and misses one throw of the dice.

A miniature objection flagstaff j carrying a red and a white ball j' and j^2 respectively may be provided adjacent the winning post as on an actual race course and these balls may be operated by the controller through the agency of strings passing under the box-like structure and over a pulley, not shown. At the end of each race the controller throws two dice and if a double six turns up he states that an objection is lodged to the winning horse. If on a further throw of the two dice ten or more turns up then the winning horse is said to be disqualified.

In order to create further interest in a meeting of say, four races, the horses all start on the scratch line for the first race but after each race the horses occupying the first three places are handicapped in the next race, that is to say, are made to start a certain number of spaces behind the scratch line.

It is to be understood that interest in the races is not confined to the particular players engaged because betting may take place for counters or cash with or without a totalizator and hence, onlookers who are not actively concerned can be interested.

The game may be played in a room on, for instance, the dining-room table, or out of doors before a large attendance, and takes approximately the same time per race as a real horse race.

It is to be understood that the actual construction and disposition of the control cabin and ball containing boxes can be varied to suit requirements, and that the limit to the number of players actively engaged in the game is imposed solely by the dimensions of the box-like structure. A convenient size for the upper flat surface of the latter, however, is for example, 5′ 6″ x 3′ 6″ which allows eight competing players to be engaged in the game, these players being stationed in the vicinity of their respective ball collecting box.

Having now described my invention, what I claim as new and desire to secure by Letters Patent is:—

A game comprising in combination a game-board having indicated thereon a race-course with the start and finish at the same end of the game-board, said race-course being divided by lines into a plurality of parallel tracks and with the tracks divided by transverse lines into successive spaces; a plurality of distinctively colored markers, representing different horses, adapted to be moved along the respective tracks to indicate the progress of the game; a plurality of station receptacles, corresponding to the number of tracks, arranged around the game-board, to designate the positions of the players; a series of balls adapted to be contained collectively in each of the station receptacles, said balls having distinctive markings to indicate different plays in moving the markers along the tracks; a cup mounted on the game-board adjacent to each of the station receptacles and adapted to receive an individual ball taken from the adjacent receptacle; a series of pockets at the end of the game-board adjacent to the start and finish of the tracks; said pockets corresponding in number to the tracks; and declined guide-ways leading to the respective pockets from the corresponding cups to carry the balls deposited in said cups to said pockets, said pockets being open so that the markings of the balls contained therein may be observed and the markers moved on their respective tracks in accordance with the plays indicated by the corresponding balls.

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